

# **EXHIBIT K**

## Errata to the Expert Rebuttal Report of Michael I. Cragg, Ph.D.

*Epic Games, Inc., v. Apple, Inc.*, Case No.: 4:20-CV-05640-YGR-TSH

March 30, 2021

Paragraph/Figure	From	To
¶137	"This analysis examines consumers' playtime <b>and expenditures</b> when they acquire another device, properly controlling for other potentially confounding variables."	"This analysis examines consumers' playtime when they acquire another device, properly controlling for other potentially confounding variables."
¶180	"To illustrate differences in business models and revenue streams across these three platforms, <b>Figure 3</b> shows the revenue breakdown and the total revenue for the Console, Mobile and PC video game segments in the U.S. in 2020."	"To illustrate differences in business models and revenue streams across these three platforms, <b>Figure 4</b> shows the revenue breakdown and the total revenue for the Console, Mobile and PC video game segments in the U.S. in 2020."
¶157	"Figure 14 shows the effective commission rate on all <b>game</b> transactions in the App Store. Thus, this figure shows Apple's total revenue as a percent of <b>game</b> app transaction revenue from all sources in the App Store, including revenues from paid downloads, IAP, and subscriptions."	"Figure 14 shows the effective commission rate on all transactions in the App Store. Thus, this figure shows Apple's total revenue as a percent of app transaction revenue from all sources in the App Store, including revenues from paid downloads, IAP, and subscriptions."

Figure 8	Figure as it appears in March 15, 2021 rebuttal expert report.	Figure as it appears in the file “Figure 8.xlsx” produced on March 17, 2021.
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Michael I. Cragg, Ph.D.  
March 30, 2021